**DAY-6 ROAD-MAP TASK**

## Q1 - Class Movie.

class Movie {

constructor(movieName, studioName, movieRating = "PG") {

this.movieName = movieName;

this.studioName = studioName;

this.movieRating = movieRating;

}

getPG(movies, movieRating) {

let filterMovies = [];

movies.forEach(movie => {

if(movie.movieRating === movieRating){

filterMovies.push(movie)

}

})

return filterMovies

}

}

let movies = [];

let movie1 = new Movie("Captain America", "Marvel", "PG13" );

let movie2 = new Movie("Home Alone 3", "20th Century", "PG" );

let movie3 = new Movie("The Dark Knight", "Warner Bros", "PG13")

let movie4 = new Movie("The Matrix", "Warner Bros", "R")

let movie5 = new Movie("Back to the Future", "Universal Pictures", "PG");

let movie6 = new Movie("Casino Royale", "Eon Productions", "PG13")

let movie7 = new Movie("Gladiator", "Universal Pictures", "R")

let movie8 = new Movie("It's a Wonderful Life", "Paramount Pictures", "PG");

let movie9 = new Movie("Terminator 2: Judgment Day", "TriStar Pictures", "R")

let movie10 = new Movie("Jurassic Park", "Universal Pictures", "PG13")

movies.push(movie1 ,movie2, movie3, movie4, movie5, movie6, movie7, movie8, movie9, movie10)

let findMovieRating = new Movie("movie", "studio", "rating")

console.log(findMovieRating.getPG(movies, "PG"))

Output:

[

  Movie {

    movieName: 'Home Alone 3',

    studioName: '20th Century',

    movieRating: 'PG'

  },

  Movie {

    movieName: 'Back to the Future',

    studioName: 'Universal Pictures',

    movieRating: 'PG'

  },

  Movie {

    movieName: "It's a Wonderful Life",

    studioName: 'Paramount Pictures',

    movieRating: 'PG'

  }

]

//-------------------------------------------------------------------------------------------------------------------------\\

## Q2 - Circle – Class

class Cricle {

constructor(radius = 1.0, colour = "red") {

this.radius = radius;

this.colour = colour;

}

getRadius(){

return this.radius

}

setRadius(radius){

this.radius = radius

}

getColour(){

return this.colour

}

setColour(colour){

this.colour = colour

}

toString(){

return `Cricle[radius=${this.radius},colour=${this.colour}]`

}

getArea(){

return Math.PI \* (this.radius \* this.radius)

}

getCircumference(){

return 2 \* Math.PI \* this.radius

}

}

let circle101 = new Cricle(10, "red")

console.log(circle101.toString())

Output:

Cricle[radius=10,colour=red]

//-------------------------------------------------------------------------------------------------------------------------\\

## Q3 - Write a “person” class to hold all the details.

class Person {

constructor() {

this.name = "Name",

this.age = 0,

this.dob = "Date of Brith"

this.phone = "phone number"

}

}

let person101 = new Person

person101.name = "Anish";

person101.age = 23;

person101.dob = "24-05-2000";

person101.phone = "+91 6238728244"

console.log(person101)

Output:

Person {

  name: 'Anish',

  age: 23,

  dob: '24-05-2000',

  phone: '+91 6238728244'

}

//-------------------------------------------------------------------------------------------------------------------------\\

## Q4 - Write a class to calculate the Uber price.

class UberPrice {

constructor() {

this.base = 100;

this.perKM = 13;

}

calculator(distance) {

let outputAmount = this.base + (distance \* this.perKM);

return outputAmount;

}

};

let Passenger = new UberPrice

let distance = 50;

let finalAmt = Passenger.calculator(distance);

console.log(`Rs:${finalAmt}`);

Output:

Rs:750

//-------------------------------------------------------------------------------------------------------------------------\\